

# Simple Ground Equipment

## 8 Services

The boats

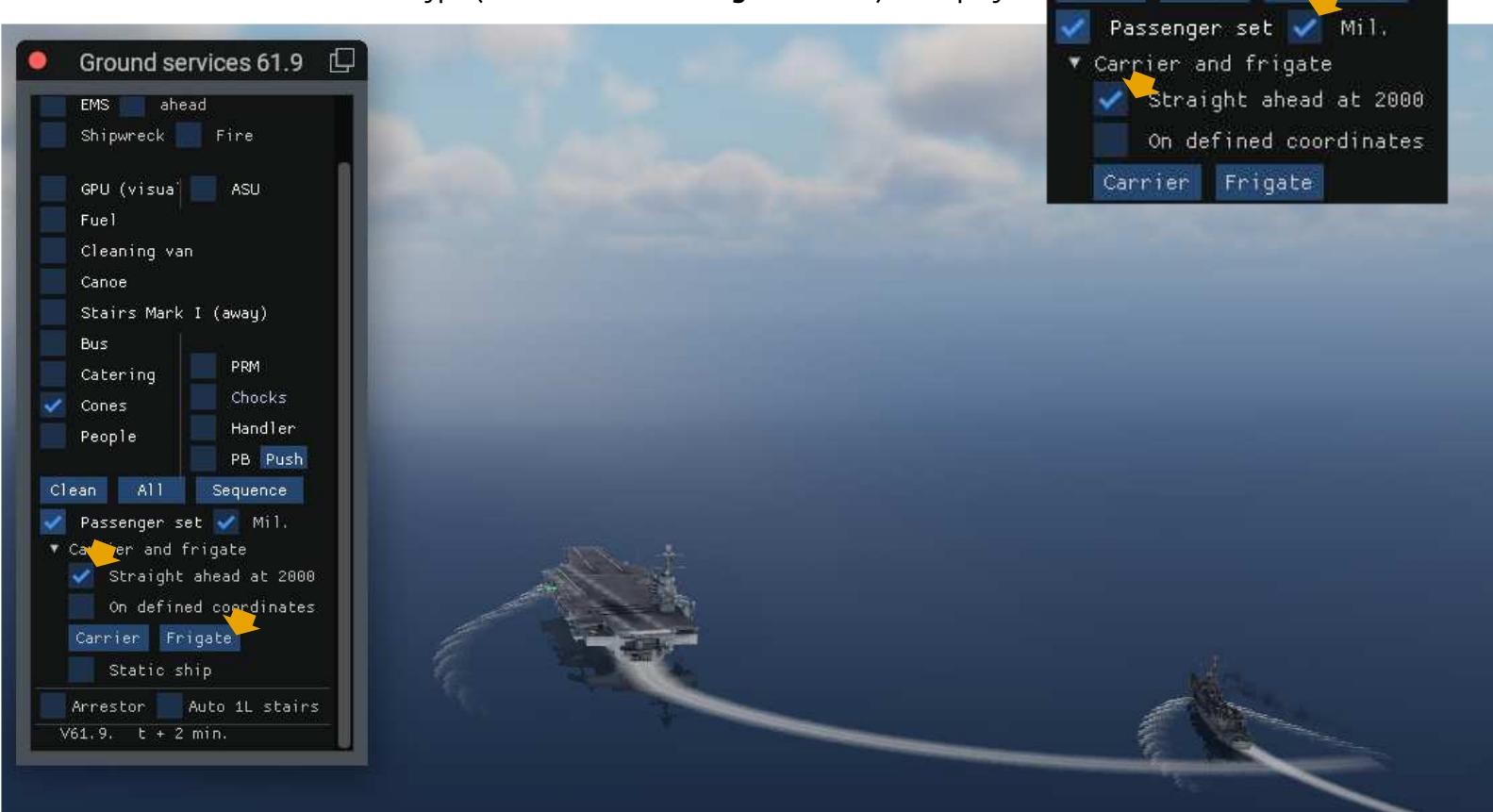
Manual updated August, 2023



# Using the Simple Ground Equipment & Services boats

## 1) Displaying the aircraft carrier and frigate

1. Select the military set (tick the **Mil.** box)
2. If you want the boat to be displayed on your aircraft current heading, in front of you, tick the **"Straight ahead"** box. *By clicking several times on this checkbox, you cycle through various distances at which the boats are going to be created.*
3. Click on a boat type (**Carrier** button or **Frigate** button) to display it



You can display **both** the carrier and the frigate and they will navigate from their initial position.

In X-Plane 12 only, you can also add a static carrier, **or** a static frigate (not both at the same time) on top of the two dynamic ships.

4. Tick the box **"Static ship"** to display a static ship at the same location than the dynamic boats.



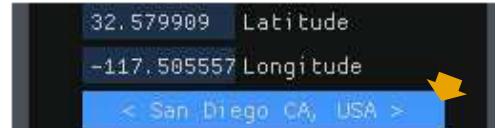
*By clicking several times on this checkbox, you cycle through the static carrier, static frigate or nothing.*

5. Tick “**On defined coordinates**” to send the boat to a specific latitude and longitude.



6. Browse to some **predefined coordinates** by clicking the button with a location name.

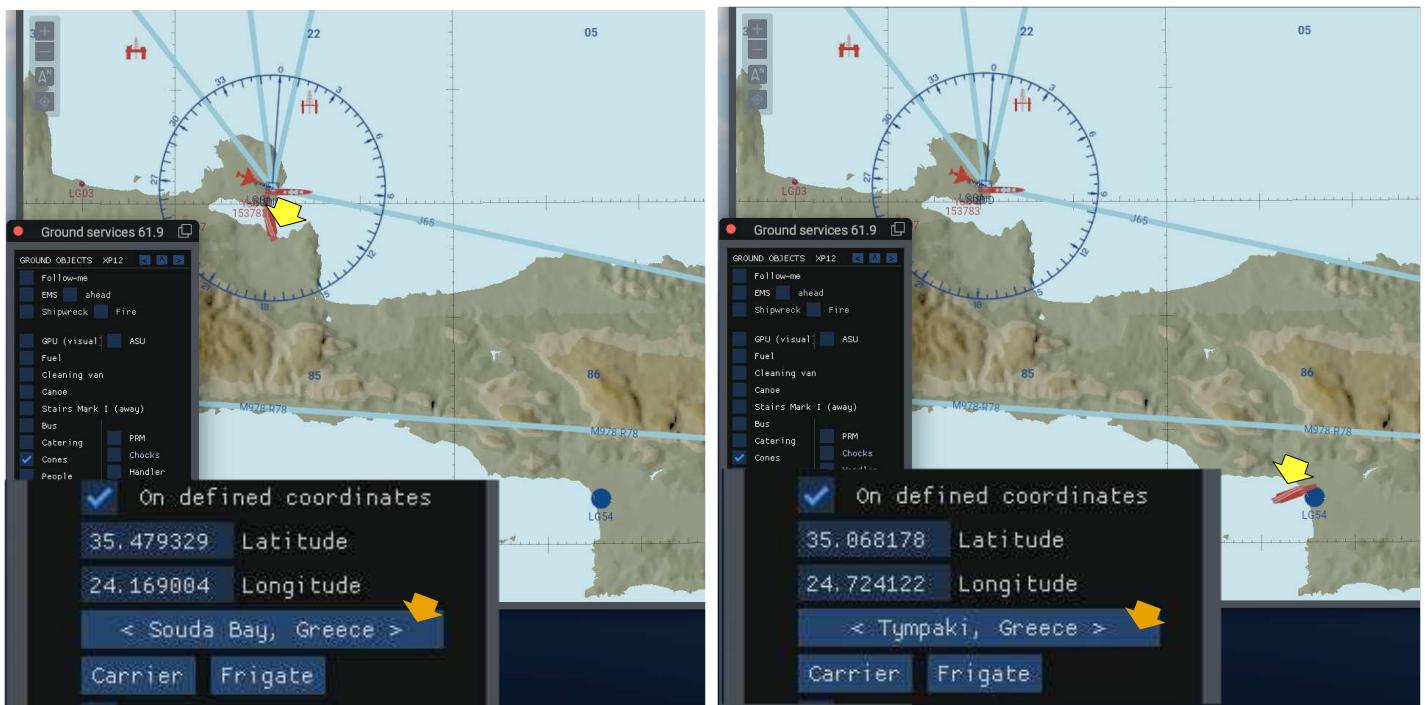
*By clicking several times on this button, you cycle through our preset locations.*



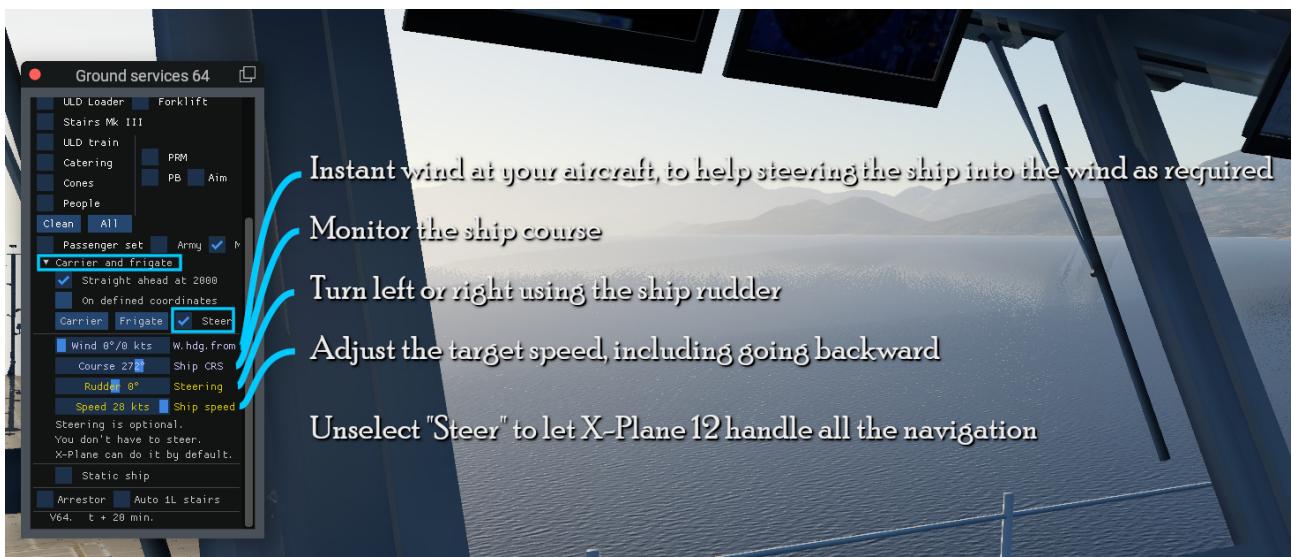
7. Click on “**Carrier**” or “**Frigate**” to relocate the ship at that place.

8. You can write manually a latitude and longitude in the relevant space of the menu.

In the example below, we have placed the aircraft carrier in Souda Bay, Crete, then to Tympaki.



9. X-Plane will make the navigation but in X-Plane 12 you have the option to steer the Carrier and frigate manually.



## 2) Search & Rescue situations

As you may already know from the main manual, it is possible to create a boat collision site on the X-Plane 11 and X-Plane 12 waters.



To do so, proceed to the menu and activate the **Shipwreck** option.

The boats will appear in X-Plane straight ahead of your aircraft, in your current heading.

The distance at which they will appear looks fixed at first glance.

However advanced users can change it:

- if you already used the military boats and their "**Straight ahead**" box in-game. *By clicking several times on this checkbox, you may have cycled through various distances at which the boats were created. This is available for the military boats but will eventually change the shipwreck location as well.*

- or in the file *Simple\_Ground\_Equipment\_and\_Services\_CONFIG\_vehicles.lua*, that you may open in a text editor, change as required *DistanceToShipWreckSite = 20000*

The picture below features some winch action in the X-Trident Bell-412 above a shipwreck.



Depending on the version of your simulator, either 11 or 12, some variations can occur. We indeed exploit with some randomness the boat diversity only found in the X-Plane 12 simulator.

## **Basic principles**

- As required, you may write new coordinates in the boat boxes.
- Default decimal coordinates for our presets are written in  
*Simple\_Ground\_Equipment\_and\_Services\_CONFIG\_options.lua*
- We check the nature of the surface, wet or dry, before displaying the boat if you select to display it ahead of your aircraft.
- The carrier and frigate face the wind when initially relocated.
- In X-Plane 12, we added the possibility for a static carrier or frigate. You can land an helicopter on the static frigate and on the static carrier, but it may feel different than usual, because we had to code something good enough to abruptly mimic a kind of landing on the deck. It's a workaround.
- It's easy to find decimal coordinates on <https://www.bing.com/maps/> to edit the two available location presets (custom\_1 and custom\_2) in  
*Simple\_Ground\_Equipment\_and\_Services\_CONFIG\_options.lua*